



# ★ ROUNDUP of Texas & International News

**WEATHER BEAT.** Texas will remember four months of 1980 as the summer of discontent. It brought the longest heat wave ever recorded. Although Wichita Falls, with a high of 117° on June 29, set the record for the summer, that was not the highest in weather history. The state climatologists at Texas A&M University say that distinction still belongs to Seymour. On August 12, 1936, the mercury hit 120° there, the all-time high. Not all of Texas was subjected to the severe heat. While the triangle bounded by Dallas, Wichita Falls, & Waco suffered 60 to 70 days of 100+° readings, other areas had comparatively mild weather. While Houston sweltered through 32 days of temperatures above 100°, nearby Galveston enjoyed mild weather in the 80s. August 25, when Wichita Falls registered its 66th day of more than 100 degrees, Marfa set a record lowest high temperature of 74°.

**NAKED TRUTH.** Texas, which has contributed several "Miss Americas," a "Miss Universe," and a "Mrs. America" to beauty pageants, now can claim its first "Miss Nude, U.S.A." Dell Berger, 33-year old program analyst from Dallas, won the title at the annual pageant in San Bernardino, California, this summer. She also won awards for the best personality and the best all-over suntan.

**WORD PROCESSING.** Several people have asked me what word processor I use in the production of LSD. Actually, it's a typewriter, an IBM Electronic, similar to a Selectric, but with electronic circuits and a small memory so that it can store several formats. Best of all, it "remembers" the characters typed so that one press of a button will erase precisely what was printed. Makes corrections of typographical errors five times as easy as with the Selectric. The final product is reduced and photocopied on a Xerox 9400, the reduction allowing twice as much material to be printed in the same 8½ x 11" page. So you're really getting 16 pages worth of stuff in each issue!

**THRIFT.** John Michalski, who must be part Scottish (McHalske?), since he is adept at recycling old file folders, shirt cardboards, and cereal boxes into homemade postcards, is the only person I've even known who PSes on a subcheck.

**CENSUS.** It may be some time before we get a final count of the 1980 census because of the litigation surrounding the alleged undercount of minority groups in large cities. But that doesn't stop the forecasters from projecting the last decade's growth of the so-called Sun Belt into the next ten years. According to a research group based in Washington, D.C., Texas's population will increase almost 1.3% annually to 15 million persons by 1990. This is almost half again as much as the projected U.S. rate of 0.9%. Population in the Houston area is expected to rise at 1.8% annually, from 3.3 million last year



to 4 million in 1990. Dallas area population should increase from 3.1 million to 3.6 million, 1.2% each year. The Austin area has a projected annual growth rate of 1.6%, from 576,000 in 1979 to about 690,000 in 1990. And employment should jump a blistering 2.7% annually in the Austin area, no doubt one of the main reasons for the population growth.

**THANKS** go to Doug Tatsch for providing the LSD editorial office with a copy of Tomlinson's Lone Star Book of Texas Records. Not a very good plot, but it will provide filler for the odd spaces that pop up here and there in LSD. Would you accept 6 issues of LSD as a token of our gratitude, Doug?

**PLUGS.** I've been getting about one dipzine every other day for the last several weeks. I have space here only for a few short comments, in roughly the chronological order that they arrived here. JIHAD (Glenn Overby, 23096 Tawas, Hazel Park, MI 48030) has many variant openings: Crypto-Diplomacy, Kingmaker, Machiavelli, Mercator, Mighty Fortress, and North America 2020. The map and rules for the latter were published in the latest issue and looks interesting. Digest sized, good repro. GRAB DOTS!!!! (Dick Martin, 7301 Yale Ave., College Park, MD 20740) emphasizes press, even "news" photos. Twenty pages, Xerox reproduction, highly rated and similarly recommended zine. INVASION (Bruce Schneier, 455 #ast 17th Street, Brooklyn, NY 11226) has plenty of regular Diplomacy openings, since it's a relatively new zine--about a month older than LSD. Wargame reviews, political commentary, send for a sample. JUST AMONG FRIENDS (Al Pearson, Rte. 1, 177B5, Kearneysville, WV 25430) is another newcomer with openings, Diplomacy Doctor column, articles on play, contests. Promising. LIBERTERREAN (Jim Bumpas, 3209 Chambers St., Eugene, OR 97405) has great cover art, has been around

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LSDemo Phone Game Winter 1902

**"FRENCH DISEASE" OF PAST SPRING INFECTS TSARIST MONARCHY**

A: Home, Gre, Ser +0 = 5  
 E: Home, Nwy, SWE +1 = 5  
     (build F Edi)  
 F: Bre, Mar, Par, Spa, Bel -2 = 3  
     (ret A Bel-Bur; rem A Bre, F Mid)  
 G: Home, Hol, Den, PAR, BEL +2 = 7  
     (build A Ber, A Mun)  
 I: Home, Tun = 4  
 R: War, Stp, Mos, Swe, Rum, BUL, ANK +1 = 6  
     (NBR! Plays one unit short)  
 T: Con, Smy, Ank, Sev, Bul -2 = 3  
     (rem A Smy, A Syr)

NOTE: Losses underlined, gains capitalized.

**ITALY LOSES HOME CITIES WHILE ADVENTURING ABROAD S'03**

AUSTRIA (Garrett): A Tri-VEN, A TYO s A Tri-Ven, A Ser-GRE, A Gre-NAP, F ION s A Gre-NAP  
 ENGLAND (Tatsch): A SWE h, F NWY s A Swe, F Eng-MID, F Nth-ENG, F Edi-NTH  
 FRANCE (Cunningham): F SPA(nc) h, A Mar s F Spa(nc) (ds1, ret to GAS), A Bur s A Mar (ds1, ret to PIC)  
 GERMANY (Fisher): A Hol-RUH, A BEL s A Hol-Ruh, A Mun-BUR, A PAR s A Mun-Bur, F BAL s F Den, F DEN s F Bal, A BER u, h  
 ITALY (Frink): A Pie-MAR, F LYO s A Pie-Mar, A Ven h (ds1, ret to ROM), F WES-Spa(sc)  
 RUSSIA (Startzel): F BOT s English A Swe, F Bar-STP(nc), F BUL(ec)-Bla, A Mos-SEV, A ANK h  
 TURKEY (Riffeys): F BLA c Russian A Ank-Sev (ns), A CON h, F Eas-AEG

**AUSTRIA CLEANS PAPAL CLOCK; CIVIL WAR ERUPTS IN FRANCE F'03**

AUSTRIA: F Ion-NAP, A Nap-ROM, A VEN s A Nap-Rom, A Tyo-BOH, A GRE s Turkish F Aeg-Bul(sc)  
 ENGLAND: A SWE h, F NWY-Stp(nc), F Nth-ENG, F Eng-MID, F Mid-POR  
 FRANCE: F SPA(nc), A GAS & A PIC all hold  
 GERMANY: A BEL-Pic, A PAR-Gas, A BUR-Gas, A RUH-Mun, A BER-Mun, F BAL s F Den, F DEN s English A Swe  
 ITALY: NMR! A MAR, F LYO, & F WES all h, A Rom h (ds1, dsb)  
 RUSSIA: A Ank-SMY, F Bul(ec)-Rum (ds1, ann), A SEV-Rum, F BOT s English A Swe, F STP(nc) h  
 TURKEY: F BLA-Rum, A CON h, F Aeg-BUL(ec)

**INDUSTRY STRAINS TO KEEP PACE WITH AUSTRIAN ARMS DEMANDS W'03**

A: Home, Ser, Gre, NAP, ROM, VEN +3 = 8  
     (build A Vie, A Bud, F Tri)  
 E: Home, Nwy, Swe, POR +1 = 6  
     (build F Edi)  
 F: Bre, Mar, Spa -1 = 2  
     (RESIGNS! GM dsb A Gas, declares CD)

G: Home, Hol, Bel, Den, Par = 7  
 I: Ven, Rom, Nap, Tun, MAR -2 = 2  
     (ds1 A Rom, rem F Lyo)  
 R: Stp, Mos, War, SEV, Rum, Bul, Ank, SMY +1 = 7  
     (build A War, A Mos; plays 1 short)  
 T: Con, Smy, Sev, BUL -1 = 2

**GERMANY MONOPOLIZES CONTINENTAL WINE PRODUCTION; EXILED POPE PROPS UP LAST FRENCH FORCES S'04**

AUSTRIA: A Vie-GAL, A BOH s A Vie-Gal, A BUD-Rum, A Gre-SER, F Tri-ADR, A VEN s A Rom-Tus, F Nap-TRH  
 ENGLAND: A SWE h, F NWY s A Swe, F Edi-NTH, F Eng-BRE, F Mid-Spa(sc), F POR s F Mid-Spa(sc)  
 FRANCE (Civil Disorder): A Pic h (ds1, ann), F SPA(sc) h  
 GERMANY: A Bur-GAS, A Bel-PIC, A PAR s A Bel-Pic, A RUH-Bel, A Ber-KIE, F BAL s F Den, F DEN s English A Swe  
 ITALY: A MAR & F WES s French F Spa(nc)  
 RUSSIA: A WAR-Gal, A Mos-UKR, A SEV-Rum, F BOT s F Stp(nc), F STP(nc) h, A Smy-CON  
 TURKEY: A Con-BUL, F BLA s A Con-Bul

PRESS (?)--

**BERLIN:** England Rejects German Arms Limitation Proposal.

**MUSICAL CHAIRS IN SCANDINAVIA; TURKS EJECT RUSSIA FROM CAPITOL F'04**

AUSTRIA: A BOH-Gal, A Gal-RUM, A BUD & A SER s A Gal-Rüm, A Ven-ALB, F ADR s A Ven-Alb, A Tus-PIE, A TRH-Tun  
 ENGLAND: F Bre h (ds1, ret to Eng or dsb), F Mid-NAF, F Por-MID, A Swe-DEN, F NTH s A Swe-Den, F Nwy-SWE  
 FRANCE (CD): F SPA(nc) h  
 GERMANY: A Par-BRE, A GAS & A PIC s A Par-Bre, A Bel-HOL, A Kle-RUH, F BAL s F Den, F Den s English A Swe (ds1, ret to Ska, Hel, Kle or dsb)  
 ITALY: F WES-Tun, A MAR s F Spa  
 RUSSIA: F Stp(nc)-NWY, F BOT-Bal, A WAR-Gal, A UKR s A Sev-Rum, A SEV-Rum, A Con-Bul (ds1, ret to Ank, Smy, or dsb)  
 TURKEY: F Bla-CON, A BUL s F Bla-Con

PRESS--

**MOSCOW:** The Emperor of Turkey and the Tsar of Russia wish to announce to the international community the formation of a political and military alliance and partnership based upon mutual desire, understanding, and equality. Further, the Emperor and Tsar issued a joint statement condemning the actions of both the English and Austrians for their past imperialistic aggression upon Russian-occupied territory. Both leaders emphasize a willingness to reopen negotiations with all countries and to continue to negotiate with the strong Russian ally of Germany if past differences can be forgotten.

See page 7 for supply center chart and discussion.



# Origins of Diplomacy

The exciting discovery of this evidence of the ancient origins of Diplomacy was found only recently. It is allegedly the only photograph of Sampson's destruction of the Philistines during their Feast of Dagon. The incident is thought by scholars to have been the result of a betrayal at the game board: Sampson played Turkey and threatened to suicide out against the Scythian player if he was stabbed. The Scythian called Sampson's bluff and the walls came down on all of them.



# Heart O' Texas Orphanage



**79 HS      Armadillo      F'04**

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**AUSTRIAN CHANCELLOR RESIGNS!**

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[Players were notified that Austria's unit in Greece is a fleet, not an army.]

**AUSTRIA** (Van Alkemade): F AEG s Russian  
F Bul(ec)-Con, F Alb-ION, F Gre s  
F Alb-Ion Insu, A GRE u, h, A RUM-Bul,  
A TYO s A Tri, A TRI s A Tyo

**ENGLAND** (Lee): F Nat-NWG, F NTH-Hol,  
F BEL s F Nth-Hol, F SKA-Nth

**FRANCE** (Boudon): F Spa(sc)-WES, F MAR h,  
A Par-BUR, A PIC & A GAS s A Par-Bur

**GERMANY** (Tatsch): A DEN h, A MUN h,  
A Bur-Bel (ds1, ret to Ruh or dsb),  
F HOL s A Bur-Bel

**ITALY** (Koehler): F Pie-LYO, F ADR-Tri,  
A VEN s F Adr-Tri, A Tus-PIE

**RUSSIA** (Daly): F NWY s A Swe, A SWE s  
F Nwy, A Stp-FIN, A Arm-ANK, F BLA s  
A Arm-Ank, A UKR-Rum, F BUL(ec)-Con

**TURKEY** (Sampson): F Ank-Bla (ds1, ann),  
F CON s F Ank-Bla, A SMY s F Con

Doug Tatsch, address last issue, replaces the twice-NMRing Bill Buck as the new German leader.

Jerry Van Alkemade has been forced to cut down on his diplomatic activities, and thus is resigning from the ARMADILLO. Eric Ozog, 1526 N. Lawler Ave., Chicago, IL 60651 is the new Austrian head of state.

## PRESS

**VIENNA** (AHPP): Chancellor Gerhardt Peter Joseph III today resigned, under protests from the crown, the Army, and the Navy, in order to be able to devote more time to his family. There is something of a real-life type (melo)drama behind this sudden move (as well as resignations of several games by a certain G.P.J.). The Chancellor, in his farewell address to an overflow crowd in St. Stephan's, expressed the hope that the Russian-Austrian-Hungarian axis may prove strong enough to survive the onslaught by all others.

**GPJ-LSD**: If you Texans keep it up, we might just split up Alaska, and make you-all the third largest state.

**LSD-GPJ**: Some folks around here think Texas should exercise its right to split itself into five separate states in order to get ten senators!

**ITALY**: The Italian War Ministry announced today that because of the campaign against the German invasion earlier this year, it is now preparing to bring total stability to the continent (or at least close surrounding areas). It is hoped that these actions will meet with the approval of our good friends to the west.

**MOSCOW**: Sorry to prolong the agony, Bernie. The sudden return to action caught me unprepared. If Jerry is patient with me, you'll be finished soon. Have you considered surrender?

**CONSTANTINOPLE**: May the fleas of a thousand armadillos infest the bodies of my Russian and Austrian enemies.

Victory has a hundred fathers, but defeat is an orphan.

--Count Galeazzo Ciano

## SUPPLY CENTER STATUS for Winter 1904 adjustments

A: Home, Gre, Ser, Rum	6, =
E: Home, Bel	4, =
F: Home, Por, Spa	5, =
G: Home, Hol, Den	5, +1
I: Home, Tun	4, =
R: Home, Swe, Nwy, Bul, ANK	8, +1
T: Con, Smy, <u>Ank</u>	2, =

Note that underlined centers are lost; all CAPS indicate a gain.

**79 HT      Bluebonnet      F'04**

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**SQUEEZE PLAY ALONG DALMATIAN COAST; FGRT PARITY ACHIEVED**

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[Players were notified of the inadvertently omitted Russian order A GAL-Boh.]

**ENGLAND** (Lee): F NWY s German A Swe,  
F Nwg-NAT, F Nth-ENG

**FRANCE** (Ohlendorf): F Iri-LPL, F LON h,  
A Mar-PIE, A BUR s A Pic, A PIC s  
A Bur

**GERMANY** (Martin): A SWE s English F Nwy,  
F DEN s A Swe, F BEL s French F Lon-  
Nth [ns1], A RUH s F Bel, A Kie-HOL,

A MUN s French A Bur, A PRU-War

**ITALY** (McPherren): F Ion-ALB, F TUN-Ion,  
A BOH-Vie, A TYO s A Boh-Vie, A TH-

Bud (ds1, ret to Ven or dsb)

**RUSSIA** (Peacock): [ret-F Nwy to Bar] F RUM h,  
F BAR-Nwy, F Bot-BAL, A Fin-STP,  
A WAR-Pru, A VIE s Turkish A Ser-Tri

[ns1], A GAL s A Vie, A BUD s A Vie

**TURKEY** (Cunningham): A SUL h, F Alb-TRI,  
A SER s F Alb-Tri, F Eas-ION, F GRE &

F AEG s F Eas-Ion

Charles Cunningham is the new Turkish player,  
replacing Richard Katz who NMRed twice. His  
address was printed last issue.

## PRESS

**MOSCOW PARIS**: Good work, Dave! Give Limey something to think about.

**EDINBURGH**: Blind-boy Lear, former British military liaison officer in Paris, met with no-eared Vice-Marshall Finsk while passing thru Norway.

It was a touching reunion for honorable adversaries. "I could see he was listening intently to our proposals," announced the old fool Lear.

**MUN-PAR, MOS, CON, & ROM**: Hello! Hello!  
Anyone home?

## SUPPLY CENTER STATUS for Winter 1904 adjustments

E: Lon, Liv, Edi, NWY	2, -1
F: Home, Por, Spa, LON, LIV	7, +2
G: Home, Bel, Hol, Den, Swe	7, =
I: Home, Tun, Tri	4, -1
R: Home, Rum, Bud, Vie, Nwy	7, -1
T: Home, Bul, Gre, Ser, TRI	7, +1

Please note: underlined centers are lost;  
capitalized centers are gained.

DEADLINE for 79HS and 79HT:

17 November 1980

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your letters crossed in the mail. If you can afford it, and are an effective telephone diplomat, put your neighbors on the spot. Try to get a definite commitment of some kind, even if it's only knowledge of one or more orders. It is also important for you to give your potential ally something of value--vital information or perhaps a territorial concession.

#### TYPES OF AGREEMENTS

Limited agreements can be as simple as the neutralization of a specific province (see article on *DETENTE* in LSD#1). This form of detente can be extended into a trade-off (I'll stay out of X, and you stay out of Y). In some cases the trade-off can involve a third power. Germany often threatens Russia with the loss of Sweden if the Tsar moves into Galicia in spring of 1901.

Neutralization of a given province can also expand to an area (e.g., Scandinavia), or to a total neutrality. If Italy and Austria can set up this kind of relationship, the former can move everything westward knowing that the latter will head east. This arrangement has the added advantage of keeping forces moving apart, avoiding a major confrontation.

Finally, the culmination of cooperation finds expression in the alliance proper, where the participants agree to coordinate moves and even develop a joint foreign policy.

#### DEFINING THE ALLIANCE

The most typical alliances include two players. The triple alliance has many advocates, but it is very hard to coordinate in postal play, unless one of the partners assumes a senior role. The triple occurs much more often in face-to-face play, where even an initial four-power alliance may take shape for a few seasons. The larger alliances, including the triple, almost invariably end in disaster for one of the three, usually the power in the geographic middle.

At this point we should probably mention the other end of the alliance spectrum: the non-aligned nation. This type of independent soul usually doesn't make it to the mid-game. However, many Italian players are left out of the initial alliance structure or choose to keep a low profile until the right time to take sides.

The dual alliance is the most common working arrangement in postal Diplomacy. It is reasonably easy to coordinate moves with an exchange of letters or a phone call. Depending on several factors, the alliance can take shape in a number of ways.

Traditional wisdom divides the board into two playing spheres: the East (RTA) and the West (GFE) with Italy sometimes in one, sometimes in the other, and sometimes neutral. Most 1901 negotiations result in two of the eastern powers ganging up on the third, with a similar array on the other side of the board.

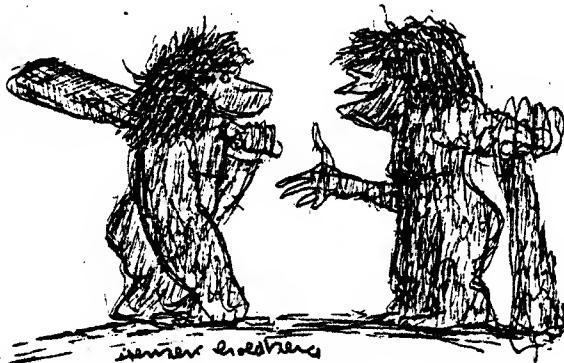
Italy's decisions may affect the outcome of the initial campaigns, either bolstering a power under siege, or speeding its demise. Likewise, a cross-sphere alliance may complicate the picture. A very common cross-sphere arrangement comes into being between Germany and Austria. Upon noticing games statistics which indicate that early elimination of one leads to a similar fate

for the other, the GA alliance has become almost a certainty in many current opening games.

Most opening-game alliances take the form of side-by-side cooperation. The Russo-Turkish "juggernaut" exemplifies the effectiveness of such an arrangement as it moves westward on a broad front. Once detected by the western powers, this duo may stimulate the rapid formation of a western triple whose primary goal is containment of the eastern giants.

The polar alliance usually appears later in the game, resulting in the breakup of old friendships and the creation of new ones. In this case England and Turkey, say, attack Russia simultaneously, each taking several centers until the bear is declawed. Unless careful to plan ahead, the polar allies may find themselves facing each other with most of their units unable easily to disengage for fighting elsewhere.

Most early alliances contain equal partners. Some successful partnerships maintain that basic equality by trading off or sharing supply centers when necessary for that purpose. France and England may thus use Belgium or Munich as the



"Parlez-vous Paleolithic?"

equalizers, depending on which power is more successful at a given time. If England takes St.Petersburg and Sweden in the same year, for example, and France is bogged down in the Mediterranean, England may cede Belgium to France to give each a build. This sharing has the great advantage of avoiding paranoid feelings of a minor partner.

The Big Brother-Protege alliance often develops in the midgame, when a minor power and a large one find common cause. The puppet is vulnerable to seductive propaganda from outside the alliance, however, and may turn on the string-puller at an unexpected moment of weakness. This may be prevented by a strategy of share-the-wealth similar to that used in the Equals Alliance. The Senior can give Junior a slightly larger share of the booty and still maintain some degree of numerical superiority.

#### ALLIANCE MAINTENANCE

Once the prospects for an alliance begin to look less theoretical and more practical, the partners should try to agree on guarantees and goals. The goals could be so formal as a joint policy statement with general territorial

*Continued on next page*

## Texas Diplomacy

A letter from Gary Coughlan prompted the staff to do a little research on the diplomatic history of the Texas Republic.

On March 21, 1836, Texas declared itself independent from Mexico. The war of independence included the battles of the Alamo and Goliad in which the Mexican victors left no survivors among the revolutionaries, and the Battle of San Jacinto, which ended the war in favor of the new republic.

The United States was the first nation to extend diplomatic recognition to the newborn republic, although this was widely considered an intermediate step toward eventual annexation. This unusual procedure was caused by some resistance to the admission of a new "slave" state which would upset the delicate political balance.

Most Texans favored statehood, and in order to create bargaining chips, envoys set out for Europe to negotiate for recognition. For fear of offending Mexico, Britain did not recognize the new nation, but did admit Texas to commerce to British ports. France recognized the Republic in 1839 and granted it most favored nation trading status. A charge d'affairs was sent, and the building housing the French Legation still stands in Austin.

In 1840, a treaty of commerce was put into effect between Texas and the Netherlands, and a charge d'affairs was sent. Negotiations were also held with Belgium and the Hanseatic towns of Hamburg, Lubbeck, and Bremen, but only Bremen approved diplomatic relations. In 1845, Mexico let it be known that it opposed Texas' joining the Union and was considering recognizing Texas, but the U.S. government finally decided to act.

Texas joined the Union officially in 1845, with the unusual provisions that the 28th U.S. state could retain its public land, giving it the means to retire its debts, and that at any time in the future Texas could divide itself into five states, each with two senators and the appropriate number of congressmen.

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LSDemo Phone Game SC status W'04

### RUSSIA UP TO FULL STRENGTH; AUSTRIAN GROWTH RATE SLOWS

A: Home, Italy, Ser, Gre, RUM	+1 = 9
E: Home, NWY, Swe, Por, DEN	= 6
F: Bre, Spa	-1 = 1
G: Home, Hol, Bel, Par, Den, BRE	= 7
I: Tun, Mar	= 2
R: Home, Rum, Ank, Smy, NWY (builds 1 unit)	= 7
T: Con, Bul	= 2

#### LSD Commentary

Evidently France, Turkey, and Italy are conspiring to make this a 4-power game. In civil disorder, France is now an obstacle to be supported by other players to prevent movement in Iberia. Italy and Turkey have moved away from their home centers, although Turkey seems to have a change of heart. Presumably the Russian press release is inoperative. Though

Russia has been playing one unit short for two years, his position is not bad, and despite his attacking both Germany and England last fall, he may be the balance of power between the two. Germany needs naval support against England, which is itself vulnerable in its extended position from Africa to Sweden. Austria is sitting pretty, evidently neutral with respect to Germany. Prospects are good for further expansion in the south, but fleets are needed east and west, so we can expect several more fleet builds in the years to come.

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division and spheres of influence. It should include prohibitions on construction of specific types of units, movement in certain areas, etc. There should also be some kind of agreement about the game's eventual outcome: race to a win, gamelong alliance with shared draw, or wary respect of stab potential.

Guarantees, or enforcers, might include permitting an ally's unit on your home front. An Austrian fleet or two intermixed with the Italian flotilla, or a couple of Italian armies in the thick of the Austrian forces oblige partners to work very closely and stay in touch. A stab can be deterred in this way by the risk of effective retaliation.

#### ALTERING THE ALLIANCE STRUCTURE

It is quite easy to introduce a change into the pattern of alliances which took so much time and effort to establish. Considering that, the astute player uses caution in trying to effect a certain change.

A cardinal principle of a successful foreign policy in Diplomacy is to maintain a stable alliance for yourself, simultaneously encouraging animosity among players in the opposing alliance. Thus, as France, Germany, and England stab each other, and the alliance picture in the West stays in turmoil, the Russo-Austrian team quickly disposes of Turkey and then begins to nibble at western fringes, growing steadily while the rest of the board bickers.

The entry of a new player into the game will often alter the existing alliances, for better or worse, depending on the point of view. The sudden replacement of an NMRing ally requires new negotiating, often under the pressure of limited time. All the techniques used to set up initial alliances could be brought to bear both by the player wishing to continue the previous alliance and by those who want to court a new ally and shift the balance of power. A brief recap of the past few seasons coupled with photocopies of previous moves can be an effective propaganda tool.

A major realignment of allies commonly occurs when the first target of an alliance is effectively eliminated. If the allies do not find an immediate target the alliance can be threatened from within. Alert allies will plan ahead several gameyears to keep a partnership thriving.

Thus, mid- or endgame allies may be quite different from those in the opening game. It is at this point that the initial correspondence with all the other players may pay off unexpectedly with a new ally, especially if contact has been maintained with an occasional card or letter with commentary, advice, and information about enemies' activities.

## Lone Star Diplomat

#2

★  
P.8

Continued from page 2

a while (last issue was #145??). Runs regular Diplomacy and other multiplayer games, including one tantalizingly inscrutable game called Armed Barbarism. Check it out. DREADNOUGHT (Vern Schaller, 207 Garfield Ave., Cherry Hill, NJ 08002) is completely dedicated to a Gunboat Dip tournament--no diplomacy between players--consisting of 7 players, 7 games, everyone plays every power, but no one knows who is who. ITALIANO PRIBE (Dave Grabar, 1583 Truman St., Chowchilla, CA 93610), another oldtimer--the issue I saw was #50 or #68, depending on how you count. Openings are available in Nuclear Holocaust: World War III, an 18-player game with economics, bombs, etc. where each power has different strengths and different objectives. GRAUSTARK (John Boardman, 234 East 19th St., Brooklyn, NY 11226) as most of us know is the first dipzine ever published, and is now in issue #423! Game openings are available for \$12, which includes sub, until November 1, when they will rise to \$15. Hurry. TORPEDO (Bernard Sampson, 123 Sixth Street, Middlesex, NJ 08846) is a new but rapidly growing zine with plenty of game openings. Send for a sample. WHITESTONIA (John Caruso, 42-24 Saul St., Flushing, NY 11355) features Dip, WSIM, Mastermind, Kathy Byrne, and Nuclear Holocaust, and the 1st Annual Players Poll. Everyone (even if you don't sub to his zine) gets 1 vote for each of three categories-- Best Regular Dip Player, Best Variant Player, Best Article Writer--which can be split in half if you can't decide between two of your favorites. Deadline is 22 November 1980. Whew! I think that's about all the dipzines this month, aside from those I reviewed last issue. SEND A STAMP if you are requesting a sample, and tell 'em LSD sent you.

PUZZLER. Don Tinker wins an issue of LSD for his entry in the Star of the Month Contest. Unfortunately, I can't share it, since color Xerox is outside the scope of my budget. Don actually sent three stars, on the foreheads of horses in a Marlboro ad (right?). As for the Lone Star Trivia Contest, John Boardman came up with the correct (i.e., best) questions for two out of the three answers: 1) Name two

people who can be cleared completely in the "Who Shot J.R.?" case. 3) What disease killed that extravagantly constructed lady in the National Lampoon foto funnies? His prize will be an ethnic (Austin) bumper sticker, though what it's good for, I can't imagine. This month we still invite entries for the Star of the Month. And here's a question just for fun: Can you find a place on the earth's surface from which you can travel 100 km south, then 100 km east, then 100 north, and wind up at your starting point? Easy, right? Now find another place where the same process returns you to your start!

GAME OPENINGS. Three people are waiting for the opening of LSD's fourth game: Mark Luedi (IN), David Pierce (VA), and Mike Henry (TX). All three have submitted preference lists. Several others have inquired, so act now if you want to join this game. One person has requested a Black Press game. I will run it if seven players request it.

STANDBY LIST: Henry, Kador, Luedi, McPherren, Olsen, Sampson. Any others? Your name automatically comes off the list if you become a replacement. Ask to rejoin the list if you want to. Geographical location of players and number of games currently playing in here constitute the major factors in the selection of standbys.

INMR INSURANCE. I will call the following players in current LSD games (collect) on the deadline day if orders did not come in that day's mail: Cunningham, Daly, Fritz, Koehler, Lee, Peacock, Tatsch. To become insured, send me your phone number.

CORRESPONDENCE. I'm sorry I can't make any personal replies to all the ego-boosting comments that have come in the last month. The amount of contact with people has about doubled during this period. Thus, in some cases I have to fall back on the check marks, code numbers, and other cryptic scribbles on the mailer page. Please bear with me, and don't assume I'm ignoring your letters.



★Lone Star Diplomat  
3214 Beverly Road  
Austin, TX 78703



Trade \_\_\_\_\_

Sample

See page \_\_\_\_\_

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FIRST CLASS MAIL